

No.30451

8+



ILLUMINATED 2in1 SOLITAIRE

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 2 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the ON button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

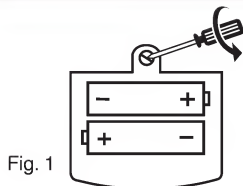


Fig. 1

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

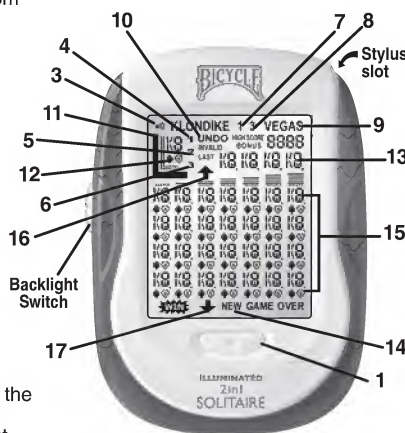
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

BUTTON DESCRIPTION

The ON/OFF BUTTON and the BACKLIGHT SWITCH are located on the housing itself. All other buttons are located on the touch screen. There are a total of 45 touch screen buttons.

1. ON/OFF BUTTON : Turns the unit on or off and reactivates the unit from 'sleep mode.'
2. BACKLIGHT SWITCH : Turns the light on or off.
3. SOUND o))) : Turns the sound on or off / Hold to adjust the LCD screen contrast.
4. 1 : Shows the 1st card for Klondike 3 only.
5. 2 : Shows the 2nd card for Klondike 3 only.
6. 3 : Shows the 3rd card for Klondike 3 only.
7. 1 : Selects Klondike 1 from the main game menu.
8. 3 : Selects Klondike 3 from the main game menu.
9. VEGAS : Selects Vegas from the main game menu.
10. UNDO : Cancels the previous move.
11. L-shaped icon : Draws a card from the deck.
12. Deck : Selects the face up card from the deck
13. 4 Foundations : Places the card from the deck or the columns to a foundation.
14. NEW GAME : Starts a new game.
15. 28 cards : Selects card(s) from each column.
16. Up arrow : Moves column up 1 card to see cards off screen / Increase the LCD contrast
17. Down arrow : Moves column down 1 card / Decrease the LCD contrast



GAME SCREEN

TABLEAU: 7 columns, 28 card layout in the center of the screen
DECK: Stock of cards found in the upper left corner of the screen
FOUNDATIONS: 4 piles of cards found in the upper right corner of the screen built up by suit from Ace to King

GAME FEATURES

- There are three solitaire variations in 2 in 1 Solitaire: Klondike 1, Klondike 3 & Vegas.
- Press the **ON/OFF** button to turn the unit on. The main game menu will appear with all 3 games highlighted onscreen.
- Touch the **1** button (right side of Klondike) to select Klondike 1, touch the **3** button (right side of Klondike) to select Klondike 3. Touch the **VEGAS** button to select Vegas. Touch the **NEW GAME** button to confirm the selection & start a new game.
- The game will enter 'sleep mode' automatically if none of the buttons are pressed for 3 min. The player can exit 'sleep mode' and resume playing by pressing the **ON/OFF** button.
- Touch the **SOUND** button at any time to turn the sound off.
- To adjust the contrast of the LCD screen at anytime, touch and hold the SOUND button with the stylus for 3-5 seconds. The current contrast setting (1 through 8) will appear on the screen. Touch the UP ARROW button with the stylus to increase the contrast (8 is the darkest), or the DOWN ARROW button to decrease the contrast (1 is the lightest). After the desired contrast has been set, touch and hold the SOUND button for 3-5 seconds to exit the LCD contrast setting mode and resume the game.
- Touch the **ON/OFF** button at any time to turn the unit off.

BASIC SOLITAIRE RULES

1. Foundations must be built by suit in ascending order as follows: A-2-3-4-5-6-7-8-9-10-J-Q-K
2. Columns must be built in descending order by alternating suit colors (black & red) as follows: K-Q-J-10-9-8-7-6-5-4-3-2-A.
3. A group of cards in a column can be moved together to another column. For example Red 9, Black 10 & Red Jack can be moved on top of a Black Queen.
4. When an Ace is turned over, it should be moved to a foundation.
5. Only a King can be moved to an open space in a column.

KLONDIKE 1

1. After selecting KLONDIKE 1 from the main game menu, the top of each column will show one card face- up. All columns except the first one have face down cards underneath.
2. To move a card from one column to another, first touch the card to be moved. The selected card will blink. Then, touch the new position card to move to that column or touch the corresponding foundation button to move the blinking card to a foundation.
3. Touch the **L-shaped** icon button appearing around next to the deck to draw 1 card. The player can draw from the deck as many times as necessary until all of the cards are gone from the deck or no more moves are possible.
4. To move the deck card to a column, touch the **DECK** card followed by the new position card.
5. To move the deck card to a foundation, touch the **DECK** card followed by the corresponding foundation card.
6. Touch the **UNDO** button to cancel the previous move.
7. The player wins the game if all the cards are moved to the foundations.

KLONDIKE 3

This game is the same as Klondike 1 except that when the player touches the **L-shaped** icon, 3 cards are drawn at the same time. The first card will show on the screen. Touch the **1** button (near the DECK card) to show the first card. Touch the **2** button (near the DECK card) to show the second card. Touch the **3** button (near the DECK card) to show the third card.

VEGAS

This game is the same as Klondike 1 except the player can only draw cards from the deck one time. If the player goes through the deck one time and some cards still remain unused, the game is over. This game starts with 200 bonus points.

SCORING

The player earns 10 points for each card moved to a foundation.
The player loses 5 points for each Undo action.
The player loses 5 points for each cycle through the deck after the fourth cycle.

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